



Emmanuel C of E Primary School

Nursery Class Topic Sheet

Spring 1 Term 2019

This half term our topic will be 'Winter wonderland'
We will link all areas of the curriculum to this topic.



Gentle Reminders

Homework is handed out on Fridays; it will be an activity for you and your child to do at home.

Reading should be happening every night at home for a minimum of 15 minutes.

MATHEMATICS

- Winter themed number rhymes.
- Count objects to 10 and record using marks.
- Describing and identifying 2D and 3D shapes- building animal shelters, igloos, ice sculptures, boats, using junk modelling.
- Exploring patterns and colours- designing winter clothes, creating stickman pictures using natural resources, using shapes to create penguins.
- Estimation activities- children drop a small amount of stars on the picture and estimate how many there are.
- Data handling - Who would like to travel to Antarctica?

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

- Understand how to be a good friend, which involves listening to others, taking turns and using kind hands.
- Discuss what we need to keep warm and comfortable in winter.
- Understanding the importance of choosing healthy food and exercise.
- Looking at different environments by comparing Antarctica to London.
- Understand the importance of water for life on our planet.
- Discuss what it means to be lonely and how we can help others when they are feeling lonely.

EXPRESSIVE ARTS AND DESIGN

- Playing musical instruments in different styles
- Winter themed rhymes/poems and songs.
- Mixing primary colours to see which other colours they can make.
- Making a Stickman/ice sculptures using natural materials.
- Create pictures of the world.
- Create boats using junk modelling and building blocks.
- Use building blocks and other materials to create igloos.
- Create penugins, winter clothing, dens.

RE

- Understand that God needs our help to keep the world special.
- Understand how we can value the world and the people living in it.
- Explore different people who have stewarded creation, e.g. St Francis of Assisi (animals)

COMMUNICATION AND LANGUAGE & LITERACY

This includes 'Listening and Attention', 'Understanding', 'Speaking', 'Reading', and 'Writing'.

- Recognising their name - self-registration
- Beginning to retell simple stories/pomes, such as 'I made a little snowball, Here we go round the Mulberry bush, Mittens, Lost and found, Guess how much I love you in the Winter, Snow bears, The owl who was afraid of the dark, All about animals in winter, Here comes Jack Frost, One snowy night'.
- Recap phase 1 phonics using Letters and Sounds curriculum and introduce phase 2 phonics.
- Role-play area will change each week to encourage drama activities and develop imagination.
- Sing topic related songs- Introduction of new vocabulary.
- Story sequencing language: First, then, next, after, finally.
- Constant modelling of correct past, present and future tense, i.e. On our winter walk I saw, penguin went, I can see.....
- Discussing signs of winter, using and extending associated vocabulary
- Understanding that we can get information from books and talking about facts in those books.

UNDERSTANDING THE WORLD

This includes 'People and Communities', 'The World' and 'Technology'.

- Explore properties of water, ice and snow.
- Find out about the South Pole. Where it is in relation to where we live? How far away is it? If we wanted to go there, how would we travel?
- Find out about penguins... Where can you find them? How are they adapted to living in that environment? What do they eat?
- Learn about floating and sinking.
- Use cameras to take pictures of winter features.

PHYSICAL DEVELOPMENT

- Create an outside den for the bear
- Winter walk.
- PE with Mr Spadaccini
- Discuss and identify healthy and unhealthy foods
- Scissor skills
- Holding pencil, chalk, pens and paintbrush correctly.
- Finger gym activities.
- Manipulating clay, playdoh, etc.
- Bikes.
- Fine motor skill - finger painting/cornflour, zips, buttons and fasteners on clothes, drawing patterns, use of scissors.